

Add-Ons

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About add-ons

An **add-on** contains custom content for your Affinity apps: assets, brushes, fonts, styles, swatches palettes, or document templates.

About add-ons from the Affinity Store

The easiest way to install add-ons registered to your Affinity Store account is via your app's Account feature, which provides a choice of three behaviors:

- Automatic, with no file size limit—All add-ons from your account are automatically installed without restriction.
- Automatic, with a file size limit—Add-ons from your account are automatically installed only if they are smaller than your selected maximum size. Larger add-ons can be manually installed via Account when needed.
- Manual—Each add-on is installed only when you click its download button in Account.

Whichever behavior you choose, add-ons installed via Account are automatically available in all Affinity 2.0 (or later) apps on the same device.



About document templates and fonts

Document templates and fonts from the Affinity Store are classed as add-ons. They can be downloaded via Account but may require you to perform additional steps to install them compared to other types of add-on.

About add-ons from other sources

Add-ons from other sources are provided as files and must be manually imported into Affinity.

For most types of add-on, the import process creates one or more categories or application palettes on the panel that corresponds to an add-on's type.

An add-on's content is initially available only in the app into which it is imported. Optionally, you can **link** an imported category or palette to all Affinity apps on the same device, such as to use assets or styles in all your projects.

 You, too, can create add-ons (except for fonts) by exporting your documents and custom content from Affinity.

See the [Exporting add-ons](#) and [Importing add-ons](#) topics for instructions on how to use add-ons from other sources.

SEE ALSO:

[Linking custom content across apps](#)

[Exporting add-ons](#)

[Importing add-ons](#)

Linking custom content across apps

Custom content you have created in Affinity or imported from an add-on file is initially available in one app.

With a couple of clicks, you can **link** custom content to all Affinity V2 (or later) apps on the same device.

You can link individual categories on the Adjustment, Assets, Brushes, Library and Styles panels, and individual application palettes on the Swatches panel.

 Grid presets and the lists of fonts you've recently used or favorited are automatically synced between Affinity V2 apps on the same device.

Linking and Affinity Fonts

The ability for Affinity Fonts to be linked to all Affinity V2 apps depends on how they were installed.

If installed via the Account feature, they are automatically linked to all Affinity apps. This is the recommended installation method.

If imported from .affont files, they are not and cannot be linked. They must be imported separately into each Affinity app.



Linking versus exporting and importing

Link custom content when you want to use it in multiple Affinity apps on the same device.

Export custom content as an add-on file when you want to import and use it in Affinity apps on other devices.

Linked content statuses

Categories and application palettes that are linked or were installed via Account display one of the following icons next to their name:

-  The category/palette is linked to all Affinity apps on your device.

-  The category/palette is linked to some Affinity apps on your device, i.e. it has been deleted in one app.
-  The category/palette was installed by an add-on from the Affinity Store via the Account feature. It is automatically linked to all Affinity apps on your device.

Editing linked content

When a linked category or palette is edited in one Affinity app, the changes are automatically reflected in your other Affinity apps on the same device, avoiding the concern that it might be outdated in some of them.

Duplicating linked content

When a linked category or palette is duplicated, the new copy is unlinked, i.e. it is unaffected by editing the original category or palette. You might use this, for example, to create a further customized version of a brushes category for use only in Affinity Designer.

Deleting linked content

When a linked category or palette is deleted in an Affinity app, it is deleted only from that app. It remains linked in other Affinity apps until it is deleted from all but one of them.

For example, you might want a palette that is optimized for a CMYK workflow to be linked in Affinity Designer 2 and Affinity Publisher 2, but not in Affinity Photo 2 if you use it exclusively for RGB documents. In Affinity Photo 2, you might duplicate the linked CMYK palette to create an unlinked copy of it, delete the unwanted CMYK palette, and then optimize the unlinked copy for your RGB workflow.

To link/duplicate/delete a category or palette

Custom content type	To link, duplicate or delete
Assets	On the Assets panel: 1. Select a category. 2. Select Link Category, Duplicate Category or Delete Category from the Panel Preferences menu as required.
Brushes	On the Brushes panel: 1. Select a category.

2. Select **Link Category, Duplicate Category** or **Delete Category** from the Panel Preferences menu as required.

Styles	On the Styles panel: 1. Select a category. 2. Select Link Category, Duplicate Category or Delete Category from the Panel Preferences menu as required.
Swatches palettes	On the Swatches panel: 1. Select an application palette. 2. Select Link Palette, Duplicate Palette or Delete Palette from the Panel Preferences menu as required.

Document templates

Unlike other types of custom content, document templates are made available in Affinity by adding their containing folder to the [New Document dialog](#) in each app separately.

SEE ALSO:

[About Affinity add-ons](#)

[Exporting add-ons](#)

[Importing add-ons](#)

Exporting add-ons

Custom content (with the exception of fonts) can be exported as an add-on file to share with other people or import into your other apps.

 Exporting and importing add-ons allows you to use your custom content across multiple personal devices. To use custom content in Affinity apps on the same device, it is usually more convenient to [link it](#).

To export add-ons

For any type of add-on listed in the table below, follow the corresponding steps, then browse to where you want to export your add-on as a file and click **Save**.

Add-on type	File extensions	To export
Assets	.afassets	On the Assets panel: 1. Select the category to export. 2. Select Export Assets from the Panel Preferences menu.
Brushes	.afbrushes	On the Brushes panel: 1. Select the category to export. 2. Select Export Brushes from the Panel Preferences menu.
Document templates	.aftertemplate	Open the required document, then select File>Export as Template .
Styles	.afstyles	On the Styles panel: 1. Select the category to export. 2. Select Export Styles from the Panel Preferences menu.
Swatches palettes	.afpalette	On the Swatches panel: 1. Select the palette to export. 2. Select Export Palette from the Panel Preferences menu.

Importing add-ons

Add-ons stored as files must be manually imported into Affinity. There are two ways to import them:

- Using the panel or part of the app's interface that corresponds to the add-on's type.
- For files whose extension begins with *.af*, by selecting **Import Content** on the **File** menu.

💡 As well as Affinity's own file formats, various industry standard file formats can be imported.

✍ Some content may be provided as one of several add-on types. For example, overlays may be provided as assets that can be dragged from the Assets panel as needed, or as image files that can be dragged and dropped from Explorer into your documents.

Add-ons supplied in an archive

Add-ons may be supplied in the ZIP file format or similar and must be extracted before they can be imported.

In File Explorer, right-click the archive and select **Extract All**, then follow the on-screen instructions to extract the archive's contents to your required location.

To import add-ons

For any type of add-on listed in the table below, follow the corresponding steps, then (except for fonts) browse to and select the add-on file to be imported and click **Open**.

Add-on type	Importable file extensions	Multiple at once?	To import...
Assets	.afassets		On the Assets panel, select Import Assets from the Panel Preferences menu.
Brushes	.afbrushes, .abr	✓	On the Brushes panel, select Import Brushes from the Panel Preferences menu.
Document templates	.aftemplate	✓	Use your operating system to move the document template files to a folder for long-term

			storage, then add the folder to the Templates section of the New Document dialog.
Fonts	.affont	✓	Drag one or more files from your file manager and drop them onto an Affinity 2 app's window.
Fonts	As supported by your operating system, e.g. .otf, .ttf	✓	Install using your operating system or third-party font manager. If fonts are unavailable in Affinity, confirm in your font manager that they are enabled, then quit and reopen Affinity.
Styles	.afstyles		On the Styles panel, select Import Styles from the Panel Preferences menu.
Swatches palettes	.afpalette, .ase (Adobe Swatch Exchange)		On the Swatches panel, open the Panel Preferences menu, then select the palette type you want to create from the Import Palette submenu.

After importing

When most types of add-on are imported, one or more new categories are created. One of these categories is automatically displayed on the corresponding panel.

SEE ALSO

- [About Affinity add-ons](#)
- [Linking custom content across apps](#)
- [Exporting add-ons](#)
- [Creating new documents](#)